

In the claims:

Please add the following new claims:

²²⁴
~~--128.~~ A system for conducting a tournament, comprising:

a memory;

a communication port; and

a processor connected to said memory and said communication port, said processor being operative to:

receive information, the information (i) being received from a player through a player output device, and (ii) influencing play of a game; and

store player information in a database, the player information generated as the player participates in a tournament, the stored player information being available for use in a subsequent tournament. --

²²⁵
~~--129.~~ A computer readable medium for use in a tournament system, the computer readable medium storing a computer program comprising:

computer readable means for obtaining information, the information (i) being received from a player through a player output device, and (ii) influencing play of a game; and

computer readable means for saving player information in a database, the player information generated as the player participates in a tournament, the stored player information being available for use in a subsequent tournament.--

²⁴⁶
~~--130.~~ An article of manufacture, comprising:

a computer usable medium having a computer readable program means embodied therein for operating an information system, the computer readable program means in said article of manufacture operable to:

receive information, the information (i) being received from a player through a player output device, and (ii) influencing play of a game; and

store player information in a database, the player information generated as the player participates in a tournament, the stored player information being available for use in a subsequent tournament. --

²⁷
-131. An apparatus for conducting a tournament, comprising:

means for obtaining information, the information (i) being received from a player through a player output device, and (ii) influencing play of a game; and

means for saving player information in a database player, the information generated as the player participates in a tournament, the stored player information being available for use in a subsequent tournament.--

²⁸
-132. A system for conducting a tournament, comprising:

a memory;

a communication port; and

a processor connected to said memory and said communication port, said processor being operative to:

receive information, the information influencing play of a game in a tournament played by a player, wherein the game relates

to at least one of (i) a recently concluded event and (ii) an on-going event; and

storing player information in a database, the player information generated as the player participates in the tournament, the stored player information being available for use in a subsequent tournament.--

²⁹
~~133~~ A computer readable medium for use in a tournament system, the computer readable medium storing a computer program comprising:

computer readable means for obtaining information, the information influencing play of a game in a tournament played by a player, wherein the game relates to at least one of (i) a recently concluded event and (ii) an on-going event; and

computer readable means for saving player information in a database, the player information generated as the player participates in the tournament, the stored player information being available for use in a subsequent tournament.--

³⁰
~~134~~ An article of manufacture, comprising:

a computer usable medium having a computer readable program means embodied therein for operating an information system, the computer readable program means in said article of manufacture operable to:

receive information, the information influencing play of a game in a tournament played by a player, wherein the game relates to at least one of (i) a recently concluded event and (ii) an on-going event; and

store player information in a database, the player information generated as the player participates in the tournament,

the stored player information being available for use in a subsequent tournament.--

³¹
~~135~~. An apparatus for conducting a tournament, comprising:

means for obtaining information, the information influencing play of a game in the tournament played by a player, wherein the game relates to at least one of (i) a recently concluded event and (ii) an on-going event; and

means for saving player information in a database, the player information generated as the player participates in the tournament, the stored player information being available for use in a subsequent tournament.--

³²
~~136~~. A system for conducting a tournament, comprising:

a memory;

a communication port; and

a processor connected to said memory and said communication port, said processor being operative to:

allow a player to participate in a tournament, wherein a total number of players in the tournament is limited to a predetermined number; and

receive information influencing play of a game in the tournament played by the player.--

³³
~~137~~. A computer readable medium for use in a tournament system, the

computer readable medium storing a computer program comprising:

computer readable means for enabling a player to participate in a tournament, wherein a total number of players in the tournament is limited to a predetermined number; and

computer readable means for obtaining information
influencing play of a game in the tournament played by the player.--

Ins. F3
34
--138. An article of manufacture, comprising:

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a computer usable medium having a computer readable program
means embodied therein for operating an information system, the
computer readable program means in said article of manufacture
operable to:

allow a player to participate in a tournament, wherein a total
number of players in the tournament is limited to a predetermined
number; and

receive information influencing play of a game in the
tournament played by the player.--

Ins. F4
Cont.
35
--139. An apparatus for conducting a tournament, comprising:

means for enabling a player to participate in a tournament,
wherein a total number of players in the tournament is limited to a
predetermined number; and

means for obtaining information influencing play of a game
in the tournament played by the player.

Ins. F4
36
--140. A system for conducting a tournament, comprising:

a memory;

a communication port; and

a processor connected to said memory and said communication
port, said processor being operative to:

allow a player to participate in a tournament based on player
information retrieved from a database, the player information being
associated with a qualifying event; and

receive information, the information influencing play of a
game in the tournament played by the player.--

^A
F1

³⁷
~~141~~. A computer readable medium for use in a tournament system, the
computer readable medium storing a computer program comprising:

computer readable means for enabling a player to
participate in a tournament based on player information retrieved
from a database, the player information being associated with a
qualifying event; and

computer readable means for obtaining information, the
information influencing play of a game in the tournament played by
the player.--

^A
F2

³⁸
~~142~~. An article of manufacture, comprising:

a computer usable medium having a computer readable program
means embodied therein for operating an information system, the
computer readable program means in said article of manufacture
operable to:

allow a player to participate in a tournament based on player
information retrieved from a database, the player information being
associated with a qualifying event; and

receive information, the information influencing play of a
game in the tournament played by the player.--

^A
F3

³⁹
~~143~~. An apparatus for conducting a tournament, comprising:

means for enabling a player to participate in a tournament
based on player information retrieved from a database, the player
information being associated with a qualifying event; and

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means for obtaining information, the information influencing
play of a game in the tournament played by the player.--

F4

~~40~~
~~144~~. A system for conducting a tournament, comprising:

a memory;

a communication port; and

a processor connected to said memory and said communication
port, said processor being operative to:

provide a plurality of payment options to a player;

receive payment information from the player, said payment
information relating to one of said plurality of payment options;

allow the player to provide an entry fee, using the payment
information, in exchange for participating in a first tournament;

store the payment information; and

retrieve the payment information to arrange for the player to
provide a second entry fee, using the payment information, in
exchange for participating in a second tournament.--

~~41~~
~~145~~. A computer readable medium for use in a tournament system, the
computer readable medium storing a computer program comprising:

computer readable means for making available a plurality of
payment options to a player;

computer readable means for obtaining payment information
from the player, said payment information relating to one of said
plurality of payment options;

computer readable means for enabling the player to provide
an entry fee, using the payment information, in exchange for
participating in a first tournament;

computer readable means for saving the payment information; and

computer readable means for obtaining the payment information to arrange for the player to provide a second entry fee, using the payment information, in exchange for participating in a second tournament.--

42
--146. An article of manufacture, comprising:

a computer usable medium having a computer readable program means embodied therein for operating an information system, the computer readable program means in said article of manufacture operable to:

provide a plurality of payment options to a player;

receive payment information from the player, said payment information relating to one of said plurality of payment options;

allow the player to provide an entry fee, using the payment information, in exchange for participating in a first tournament;

store the payment information; and

retrieve the payment information to arrange for the player to provide a second entry fee, using the payment information, in exchange for participating in a second tournament.--

43
--147. An apparatus for conducting a tournament, comprising:

means for making available a plurality of payment options to a player;

means for obtaining payment information from the player, said payment information relating to one of said plurality of payment options;

means for enabling the player to provide an entry fee, using the payment information, in exchange for participating in a first tournament;

means for saving the payment information; and

means for obtaining the payment information to arrange for the player to provide a second entry fee, using the payment information, in exchange for participating in a second tournament.--

FI
cont
~~444~~
148. A system for conducting a tournament, comprising:

a memory;

a communication port; and

a processor connected to said memory and said communication port, said processor being operative to:

store in a database player information generated as a player participates in a tournament; and

adjust the difficulty level of the tournament, based on the stored player information.--

~~445~~
149. A computer readable medium for use in a tournament system, the computer readable medium storing a computer program comprising:

computer readable means for saving in a database player information generated as a player participates in a tournament; and

computer readable means for changing the difficulty level of the tournament, based on the stored player information.--

~~446~~
150. An article of manufacture, comprising:

a computer usable medium having a computer readable program means embodied therein for operating an information

system, the computer readable program means in said article of manufacture operable to:

store in a database player information generated as a player participates in a tournament; and

adjust the difficulty level of the tournament, based on the stored player information.--

E1
cont
⁴⁴⁷
--151. An apparatus for conducting a tournament, comprising:

means for saving in a database player information generated as a player participates in a tournament; and

means for changing the difficulty level of the tournament, based on the stored player information.--

⁴⁴⁸
--152. A system for conducting a tournament, comprising:

a memory;

a communication port; and

a processor connected to said memory and said communication port, said processor being operative to:

reserve a predetermined number of positions for a selected group of players until the starting time of the tournament is a preset time away; and

make reserved positions available to players not in the selected group when the starting time of the tournament is a preset time away.--

⁴⁴⁹
--153. A computer readable medium for use in a tournament system, the computer readable medium storing a computer program comprising:

computer readable means for saving a predetermined number of positions for a selected group of players until the starting time of the tournament is a preset time away; and

computer readable means for providing saved positions available to players not in the selected group when the starting time of the tournament is a preset time away.--

150
154 154. An article of manufacture, comprising:

a computer usable medium having a computer readable program means embodied therein for operating an information system, the computer readable program means in said article of manufacture operable to:

reserve a predetermined number of positions for a selected group of players until the starting time of the tournament is a preset time away; and

make reserved positions available to players not in the selected group when the starting time of the tournament is a preset time away.--

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155 155. An apparatus for conducting a tournament, comprising:

means for saving a predetermined number of positions for a selected group of players until the starting time of the tournament is a preset time away; and

means for providing saved positions available to players not in the selected group when the starting time of the tournament is a preset time away.--